



CONTENTS

<i>System Requirements</i>	2
<i>Installation</i>	2
<i>Prologue</i>	3
<i>The Objective</i>	3
<i>Keyboard Controls</i>	4
<i>Mouse Controls</i>	4
<i>Game Controllers</i>	4
<i>Overall Map</i>	5
<i>Game Over/Death</i>	5
<i>Saving/Loading/Interrupting</i>	6
<i>The Game Screen</i>	6
<i>Digipad</i>	7
<i>Energy Units</i>	7
<i>The Passage of Time</i>	7
<i>CCS (Climax Crisis System)</i>	8
<i>Characters</i>	8
<i>Objects</i>	10
<i>Tips</i>	10
<i>Game Description</i>	11
<i>Improving Performance and Common Problems</i>	12
<i>DirectX</i>	13
<i>Video Card Links</i>	13
<i>Credits</i>	14
<i>Legal Notices</i>	15
<i>Software License Agreement</i>	16

CONGRATULATIONS!

Thank you for purchasing *Shadow of Destiny*™.

This document contains some important information about the game. Please read it through carefully.

SYSTEM REQUIREMENTS

Shadow of Destiny™ has been tested on a wide range of hardware and operating systems. To ensure optimal levels of performance, please make sure you are using the latest video card drivers and your PC meets or exceeds the following specifications:

Intel Pentium III or AMD Processor 450Mhz or higher
64Mb RAM (128Mb Recommended)
16MB AGP DirectX 8 compatible video card
DirectX 8 compatible sound card
Windows 95 OSR 2, Windows 98 or
Windows Millennium
DirectX 8 (supplied on the CDROM)
700Mb Free hard drive space

(*Shadow of Destiny*™ has been tested on Windows XP. Although it functioned correctly, it is not an officially supported operating system).

Shadow of Destiny™ was not developed for laptops.

INSTALLATION

If you have AutoPlay enabled, insert the *Shadow of Destiny*™ CDROM into your CD/DVD drive and follow the onscreen prompts.

If AutoPlay is not enabled double click on the 'My Computer' icon on your desktop. Double click on the CD/DVD drive icon and then run 'ShadowAuto'.

PROLOGUE

Eike loses his life at the hands of an unknown assailant. Eike recovers consciousness in a strange Darkness. Here, guided by the mysterious Homunculus, he obtains a time travel device – the DIGIPAD – that allows him to change the course of his tragic destiny.



Activating the device, Eike finds himself in a familiar coffee shop 30 minutes prior to his untimely demise. With only half an hour remaining before the ill-fated moment, Eike has to find a way to prevent his death.

Travelling between past and present, using trial and error, Eike must change his fate. Will Eike be able to alter the course of time and change his destiny?

THE OBJECTIVE

At the outset of the game, Eike will meet an untimely death. The object of the game is to change the course of history and prevent this unfortunate event. The game consists of ten chapters, and in each chapter, Eike finds himself in mortal danger. The game progresses each time Eike avoids the dangers presented, and manages to outwit his deathly fate.

KEYBOARD CONTROLS

↑ ↓ ← →

Delete

Page Down

End Key

Right Control

Right Shift

Enter/Return

Backspace

P/Escape

Alt-F4

Movement

Rotate camera left

Rotate camera right

Change view

Indoors: Switch to first person perspective

Outdoors: Returns view to behind player

Display inventory

Display map of city

Talk/Inspect/Enter/Select

Cancel/Skip a scene

Pause and display menu

Quit without saving

MOUSE CONTROLS

Move Mouse Left

Move Mouse Right

Left Mouse Button

Right Mouse Button

Mouse Wheel

Rotate camera right

Rotate camera left

Talk/Inspect/Enter/Select

Cancel/Skip a scene

Scroll through

inventory or

immediately turn

Eike 180°

GAME CONTROLLERS

Shadow of Destiny™ supports joypads providing they have been correctly setup within the Windows-Gaming Options control panel and a game profile has been created within your controller software.

Once correctly setup, launch *Shadow of Destiny™* and select 'Joypad' from the Options/Controller menu.

OVERALL MAP

The blue mark represents the player's current position and the direction the player is facing. Use the cursor keys or mouse to move the arrow and select the names of the areas that you wish to inspect. If you have more than one map, you can switch between them by pressing the Delete and Page Down keys.



GAME OVER/DEATH

If Eike is unable to solve a problem before time expires, his unknown assailant will kill him in accordance with his fate. Following his "death", Eike will return to the "Darkness" where Homunculus will provide him with hints for survival. From there, Eike will once again find himself resurrected in the past and the game continues.

If the time limit expires while Eike is moving back in time, he will be thrown into "Time Limbo" where he will be unable to return to the past. When this occurs, the game is over.





SAVING/ LOADING/ INTERRUPTING

The game can be saved at the end of each chapter. When the game is resumed, play will continue at the start of the next chapter.

You can also save midway through chapters by activating the Digipad and selecting End Game. Please note that you are restricted from saving multiple midgame saves.

END GAME SAVE

In order for the game to successfully record your result and progress, it is very important that you save at the end of each Epilogue.

Immediately after the end sequence, the following message will be displayed: 'The End', 'Do you wish to save data now? Yes/No'. Select 'Yes' and save your data to an empty slot in File 1. The next time the game is restarted it will automatically load your result and allow you to continue playing. (Please be aware that the game will not automatically load an 'End' save from File 2).



THE GAME SCREEN

COMPASS

Used to verify the direction that Eike is facing.

LOCATION DISPLAY

Shows the name of the street or area Eike is currently in and the name of buildings that can be entered.

TIME DISPLAY

Shows the present time for the era that Eike originated from. When two time sets are displayed, the upper is the present time and the lower is the time of the era that Eike is visiting. The speed in which time progresses is uniform in any era.

POWER GAUGE

Indicates the amount of energy owned. This energy is necessary for operating the Digipad time travel device.

ELAPSED TIME

After an event is completed, the time elapsed during that event is displayed at the bottom right corner of the screen.

DIGIPAD

This item is the time travel device obtained from Homunculus at the outset of the game. The device allows you to access the various time periods that are significant to Eike.

The number of areas you can travel to increases as the story progresses.

However, time travel cannot be executed at will. It can only be done when the gauge in the upper right of the screen glows when looking in Eike's pocket. One energy unit will be expended each time Eike travels through time.

ENERGY UNITS

The energy material required for time travel – energy units – can be found by searching in various places.

When you run out of energy units, you cannot travel through time.

THE PASSAGE OF TIME

Normal Passage of Time: Time progresses in real time when you move normally on the play screen.

Event Time: When an event occurs, the time elapsed during the event is reported on-screen at the end of the event.

Elapsed Time: The amount of time elapsed during each event is predetermined and differs from the passage of real time.

CCS (CLIMAX CRISIS SYSTEM)

The game will enter this mode whenever there is a very limited amount of time remaining before Eike's unfortunate demise.

There are scenes in the game where Eike will be unable to avoid his fate unless proper action is taken within the timeframe of this mode.

CHARACTERS

Here are some of the characters you will meet in the game.



EIKE KUSCH

Eike, the main character of the story is controlled by the player. During a previous visit, he fell in love with the city that is the backdrop for this story and has wandered its streets several times. Approximately 6 feet in height, he's a mild-mannered youth with just a hint of darkness to him. He seldom talks about himself.

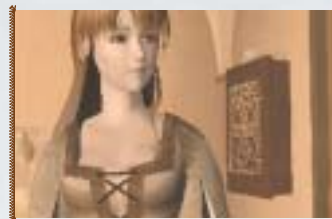


DANA

She works part-time at the coffee shop where Eike first regains consciousness. She has no close family. Despite the fact that she is slightly timid by nature, deep down she is a very strong individual. Slightly self-centered, her constant concern is that she's alone in a world where nobody really understands her.

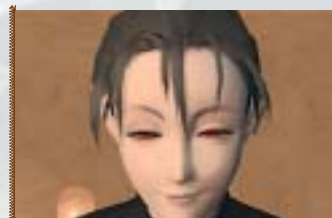
MARGARETE WAGNER

An alchemist's daughter in the Middle Ages, she is a bright young girl who doesn't hesitate to put her thoughts into action. Plagued by household chores, she hopes to leave it all behind her someday. Through her encounters with Eike, she finds herself increasingly attracted to his world in the present.



HOMUNCULUS

A mysterious Being that assists Eike in his efforts to prevent his own death.



ECKART BRUM

The curator of a private art museum, he is an acquaintance of Eike's. With respect to his personality, he is both broad-minded and kind-hearted. His museum is home to several works by local artists, as well as photographs and books related to the city.



OBJECTS

DIGIPAD

A mysterious item that Eike receives from Homunculus at the outset of the game. The device allows Eike to travel to the past at the cost of one energy unit per jump.

ENERGY UNIT

Energy units consist of the raw material necessary to operate the DIGIPAD, and can be found almost anywhere in the world.

RED STONE

A key item in the game.

LIGHTER

An item owned by Eike at the start of the game.

MOBILE PHONE

Eike occasionally receives calls on his mobile phone. Although he doesn't call others - perhaps he can discover another use for it during the game...

TIPS

Read Eike's memos. Whenever Eike finds something interesting, he jots it down in his memo pad. At times when you find yourself stuck during the game, you might find that it pays to review his memos.

Stockpile energy units: There are times when Eike finds himself involuntarily travelling through time. With this in mind, it's wise to pick up as many energy units as possible.

Travel to other time periods: Moving to another time period can lead to unexpected discoveries.

GAME DESCRIPTION

The following is a brief description of the content and options available in the beginning of the game:

★ Prologue commences

★ First event is completed

Following his death, Eike wakes up in a coffee shop and meets a fortune-teller who informs him of the time of his fateful encounter.

During the prologue, talking with the fortune-teller will allow Eike to travel through time.

From this point onward:

★ Eike can move freely until the arrival of the fated hour, during which time he can speak to people, gather information throughout the city, travel to the past, etc.

★ Eike can go to the past and take action that may affect the course of events in the present.

★ Eike can try returning to the present...

IMPROVING PERFORMANCE AND COMMON PROBLEMS



In the event of performance problems please ensure you are using the very latest video card and motherboard drivers and that there are no programs, or tasks running in the background. This includes virus checkers, screen layout utilities, audio players or online chat programs.

To improve frame rates, experiment with the graphic options until you find an optimal setting for your machine. Graphic settings can be changed from the 'Graphics' menu.

Screen Resolution:	<i>Sets the game resolution. (Reduce to 640x480 for greater performance).</i>
Draw Distance:	<i>Set to High, Medium, or Low.</i>
Focus, Blur, and Fades:	<i>On or Off.</i>
Shadow Casting:	<i>Multiple, On, or Off.</i>

Please note that depending on the specification of your video card - some of these options may be preset. (Please review Video Card section on next page)

Users running Windows 95 may experience slightly slower performance than users running Windows 98.

Shadow of Destiny™ does not support Windows multitasking (Alt-Tab, Alt Enter). To quit the game please use the EXIT option on the main menu.

DIRECTX

Please ensure that you are running the latest version of DirectX. DirectX 8 is included as part of the Shadow of Destiny™ install. The latest version of DirectX can be downloaded from www.microsoft.com/directx

VIDEO CARD LINKS

Shadow of Destiny™ requires a 16Mb AGP DirectX 8 compatible video card. If your card does not support DirectX 8 or fails to meet the RAM requirements, we cannot guarantee the game will function correctly.

To update your drivers please contact your card's hardware manufacturer or visit their website. Here is a list of links to common manufacturer web sites:

ATI	<i>(http://support.ati.com)</i>
NVIDIA	<i>(www.nvidia.com) The game was tested using Detonator 3 v12.41</i>
Matrox	<i>(www.matrox.com)</i>
3dfx	<i>(www.3dfx.com)</i>
Intel	<i>(www.support.intel.com)</i>

Shadow of Destiny™ is not compatible with Voodoo Banshee, Voodoo 1, Voodoo 2 or Matrox G550.

CREDITS

KONAMI EUROPE RESEARCH AND DEVELOPMENT

R&D Manager Tony Bickley
Producer Phil McDonnell
Product Manager Hans-Joachim Amann
Quality Assurance and PlayTesting Roppongi Monitoring Center
Inc. Japan (RMC)
PC Compatibility Testing Babel Media
Special Thanks To: Neo Kunio, Nobu Kawakami,
Makoto Ichikawa, Shinji Muto,
Andrea D'Orta, D Paw, Saza,
John Sylvester, Joseph Sylvester
everyone at KOE.
Everyone at KCET for their
support and creation of the
original game.

RUNECRAFT

Development Manager Dave Lee
Producer Ken Jordan
Lead Programmers Michael Lister
Tom Kuhn
David Smethurst
Additional Programming Paul Tankard
Sound Kevin Saville
Matt Sugden
Additional Artwork Bob Davies
Daryl Marples
Tina Palmer
Design Department Manager Dave Lago
Art Co-ordination Manager Derek Ham
QA Manager Mark Hooley
Lead Tester Tom Armstrong
Testers John Webb
Adrian Gray
Commercial Director Andrew Wall
CEO Kevin Devine

KONAMI OF AMERICA, INC.

Producer Ken Ogasawara
Product Manager Wilson Cheng
Director of Marketing Rick Naylor
Director of Marketing Communications Cherrie McKinnon
Senior Manager, Creative Services Monique Catley
Consumer Services Jamal Carter
Mark Gonzalez
Package and Manual Design Scott Allen
Special Thanks:
Phil McDonnell, Dennis Lee, Jason Enos, Lee Allison Verdeckberg, David Chen,
KOE R&D, RMC, Everyone at KOA
The MPEG data featured in this game was created utilizing "TMPGEnc".

LEGAL NOTICES

FMOD sound and music system, copyright © Firelight Multimedia, 1994-2001.

SHADOW OF DESTINY™ ©2001-2002 KONAMI CORPORATION AND KCE TOKYO.
All Rights Reserved.

Shadow of DESTINY™ is an original game product created by Konami CO.,LTD. and KONAMI
COMPUTER ENTERTAINMENT TOKYO CO. LTD which reserves all the copyrights,
trademarks and other intellectual property rights with respect to this game. The exclusive
distribution rights to the game are retained by KONAMI CO., LTD.

SOFTWARE LICENSE AGREEMENT

1. **Limited Use License.** Subject to the conditions described below, Konami Corporation ("Konami") grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of this program ("Program") solely and exclusively for your personal use.

"Program" includes all software included with this agreement ("Agreement"), the associated media, any printed materials, and any online or electronic documentation. By opening this package, installing, and/or using this Program and any software programs included within, you accept the terms of this license. All rights not specifically granted under this Agreement are reserved by Konami and, as applicable, Konami's licensors. This program is licensed, not sold, for your use. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

2. **License Conditions.** Any other use of this Program including selling, leasing, renting, copying, lending or otherwise distributing, transmitting or transferring in contravention of the above license is in breach of Konami's rights and, as applicable, Konami's licensors. You shall not reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program. Also, you shall not use the Program, or permit the use of the Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as provided by this Program. Export or re-export of this Program or any copy or adaptation in violation of any applicable laws or regulations of the United States government is prohibited.

3. **Ownership.** All title, ownership rights and intellectual property rights in and to this Program and any all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation and "applets" incorporated into this Program) are owned by Konami, affiliates of Konami or Konami's licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Konami's licensors may protect their rights in the event of any violation of this Agreement.

4. **Limited Warranty.** Konami warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Konami agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Konami. This warranty is limited to the recording medium containing the Program as originally provided by Konami and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE KONAMI. PRIOR TO RETURNING THE PROGRAM FOR REPLACEMENT PLEASE CALL KONAMI OF AMERICA INC. CUSTOMER SERVICE AT 650-654-3249 FOR RETURN AUTHORIZATION.

When returning the Program for warranty replacement, please send the original product disc only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and address clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you were running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of the purchase, please include a check or money order for \$10 US per CD.

In the US send to:
Customer Service
Warranty Replacements
Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

5. **LIMITATION ON DAMAGES.** IN NO EVENT WILL KONAMI BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF KONAMI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. KONAMI'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THE PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS, WHICH VARY FROM JURISDICTION TO JURISDICTION.

6. **Indemnity.** You agree to indemnify, defend and hold Konami, its partners, affiliates, licensors, contractors, officers, directors, employees, and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

7. **Injunction.** Because Konami would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Konami shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Konami may otherwise have under applicable laws.

8. **Miscellaneous.** This Agreement represents the complete agreement between the parties and supersedes all prior agreements and representations between them, if any. Only a writing executed by both parties may amend it. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by Federal law and you consent to the exclusive jurisdiction of the state and federal courts in San Francisco, California.